CLAIMS:

1.   A gaming system comprising gaming server, a plurality of gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machines each having display means, player input means, player tracking input means and game control means arranged to control images displayed on the respective display means, each game control means being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming system being characterised in that each gaming machine includes game selection means which displays a selection of games available on the machine for the player to play, the selection being ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.

2.   The system as claimed in claim 1 wherein the selection means orders the displayed selection of games according to the player's past history of games played on the current machine in the current playing session only.

3.   The system as claimed in claim 1 or 2 wherein the selection means orders the displayed selection of games according to the player's past history of games played on any machine in the system in the current session and any previous session.

4.   The system as claimed in claim 1, 2 or 3 wherein the selection means orders the displayed selection of games according to the past history of games played by others on the current machine.

5.   The system as claimed in claim 1, 2, 3 or 4 wherein the selection means orders the displayed selection of games according to the past history of games played by others on any machine in the system.

6.   The system as claimed in any one of claims 1 to 5 wherein the selection of games for display and their order of representation is made by a recommendation engine.

7.   The system as claimed in claim 6 wherein the recommendation engine is located in the gaming machine.

8.   The system as claimed in claim 6 wherein the recommendation engine is located on a server connected to the network to which the gaming machine is connected.

9.   The system as claimed in claim 6, 7 or 8 wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

10. The system as claimed in claim 9 wherein the player data is processed to determine the most popular games with particular individuals.

11. The system as claimed in claim 9 or 10 wherein the player data is processes to determine the groups of games that are popular with particular individuals.

12. The system as claimed in claim 10 or 11 wherein for each game in the system, the processed data results in a list of other games that would be of similar enjoyment value to the player.

13. A gaming machine connected to a gaming system wherein the gaming system comprises a gaming server, a plurality of said gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machine having display means, player input means, player tracking input means and game control means arranged to control images displayed on the respective display means, the game control means being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming machine being characterised in that it includes game selection means which displays a selection of games available on the machine for the player to play, the selection being ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.

14. The gaming machine of claim 13 wherein the selection means orders the displayed selection of games according to the players past history of games played on any machine in the system in the current session and any previous session.

15. The gaming machine of claim 13 or 14 wherein the selection means orders the displayed selection of games according to the past history of games played by others on any machine in the system.

16. The gaming machine of claim 13, 14 or 15 wherein the selection of games for display and their order of representation is made by a recommendation engine located on a server connected to the network to which the gaming machine is connected.

17. The gaming machine of claim 13, 14, 15 or 16 wherein for each game in the system, the processed data results in a list of other games that would be of similar enjoyment value to the player.

18. A gaming machine comprising display means, player input means, player tracking input means and game control means arranged to control images displayed on the respective display means, the game control means being arranged to play a game initiated by the player, the game being one of a plurality of games available on the

gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming machine being characterised in that it includes game selection means which displays a selection of games available on the machine for the player to

5   play, the selection being ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.

19.   The gaming machine of claim 13 or 18 wherein the selection means orders the displayed selection of games according to the players past history of games played on the current machine in the current playing session only.

10   20.   The gaming machine of claim 13, 14, 18 or 19 wherein the selection means orders the displayed selection of games according to the past history of games played by others on the current machine.

21.   The gaming machine of claim 13, 14, 15, 18, 19 or 20 wherein the selection of games for display and their order of representation is made by a recommendation

15   engine and the recommendation engine is located in the gaming machine.

22.   The gaming machine of claim 16 or 21 wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

23.   The gaming machine of claim 22 wherein the player data is processed to

20   determine the most popular games with particular individuals.

24.   The gaming machine of claim 22 or 23 wherein the player data is processed to determine the groups of games that are popular with particular individuals.

25.   The gaming machine of claim 23 or 24 wherein for each game on the machine, the processed data results in a list of other games that would be of similar enjoyment

25   value to the player.

26.   A game recommendation display device connected to a gaming system, the game recommendation display device comprising a computational device, having a display means and a player input, the device being characterised in that it includes game selection means which displays a selection of games available on the system for

30   the player to play, the selection being ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.

27.   The display device as claimed in claim 26 wherein selection means orders the displayed selection of games according to the players past history of games played on

35   any machine in the system in any previous playing session.

28.   The display device as claimed in claim 26 or 27 wherein the selection means orders the displayed selection of games according to the past history of games played by others on any machine in the system.

29.   The display device as claimed in any one of claims 26 to 28 wherein the selection of games for display and their order of representation is made by a recommendation engine.

30.   The display device as claimed in claim 29 wherein the recommendation engine is located in the game recommendation display device.

31.   The display device as claimed in claim 29 wherein the recommendation engine is located on a server connected to the network to which the game recommendation display device is connected.

32.   The display device as claimed in claim 30, 31 or 32 wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

33.   The display device as claimed in claim 32 wherein the player data is processed to determine the most popular games with particular individuals.

34.   The display device as claimed in claim 32 or 33 wherein the player data is processes to determine the groups of games that are popular with particular individuals.

35.   The display device as claimed in claim 33 or 34 wherein for each game in the system, the processed data results in a list of other games that would be of similar enjoyment value to the player.

36.   A gaming machine comprising display means, player input means and game control means arranged to control images displayed on the respective display means, the game control means being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming machine being characterised in that it includes game selection means which displays a plurality of game categories, each game category associated with one or more of the plurality of games available on the gaming machine and is responsive to the selection of a category by the player to display a list of games with which the selected category is associated.

37.   The gaming machine as claimed in claim 36 wherein the available games are split into a number of categories according to common player preferences and the categories are presented to the player in a selection window.

38.   The gaming machine as claimed in claim 36 or 37 wherein the categories include one or more of games with high wins, games with frequent wins, traditional games, card games, slot games, and currently popular games.

39.   The gaming machine as claimed in claim 36, 37 or 38 wherein the same game appears in more than one category.

40.   The gaming machine as claimed in claim 36, 37, 38 or 39 wherein, for each category, a button is provided such that if the player touches the button the category is selected.

41.   The gaming machine as claimed in claim 40 wherein the button is a pseudo-button on a touch sensitive video screen display.

42.   The gaming machine as claimed in any one of claims 36 to 41 wherein one of the categories is a recommended games category and is associated with a selection of games determined, as a function of the player's past history of playing games and a history of games played by other players, to be games that are likely to be games the player would select.

43.   The gaming machine as claimed in any one of claims 36 to 42 wherein within each category the games may be further ordered, either with sub-categories or if multiple pages of games exist then according to the page number.

44.   The gaming machine as claimed in any one of claims 36 to 43 wherein the list of games displayed for selection by the player are generated according to a set of filters where each filter is arranged to select games in a particular category.

45.   The gaming machine as claimed in claim 44 wherein each game is assigned one or more tags indicating a category with which the game is associated, and the presence of the tag in respect of a game is used by the filter to select the game for inclusion on the displayed games list.

46.   The gaming machine as claimed in claim 44 or 45 wherein each filter is represented by a button and the filters are toggled on and off by selecting the respective filter button.

47.   The gaming machine as claimed in claim 44, 45 or 46 wherein some filters disable other filters when selected, when their respective categories are mutually exclusive.

48.   The gaming machine as claimed in any one of claims 36 to 47 wherein the number of categories displayed to the player is a subset of those available.

49.   The gaming machine as claimed in claim 48 wherein the categories displayed are selected by the player from the total set.

50.   The gaming machine as claimed in claim 48 wherein the categories are dynamically selected by the gaming machine and/or system according to players' playing history.

51.   The gaming machine as claimed in claim 48 wherein the selected categories of
5   games and/or games in each category are changed according to pre-programmed criteria.

52.   The gaming machine as claimed in claim 51 wherein the pre-programmed criteria is time of day.

53.   The gaming machine as claimed in claim 51 wherein the pre-programmed
10   criteria is number gaming machines in play.